

Group #9	Names of group members: Berry Cedieu, Faith Carl, Justin Rosario, and Simone Watson	Piper's Best Productions	Subject:
Class Period: 5	Date: 1/27/21	Duration:	Score: x/120

Title of Assignment: The Giver Story Building Analysis (Group Analysis #2)

Assessment Objective:

AO3 Research, plan, and construct critically informed media products, including the creative, critical reflection, using appropriate technical and creative skills.

Assignment Objective Brief

Analyze and explore the art of story-building in a film opening. Develop an understanding of structuring a film's narrative by studying the "The Giver" opening.

Instruction:

1. Read the worksheet entirely and watch the reference videos provided. Take notes on the references.
2. Watch the film opening with your team together and discuss the visual elements of the film.

<https://youtu.be/xDVEH9mOKrk>

1. Take a second view of the film clip and take notes to document the details of a film's opening conventions and structural components below.
1. Fill out the worksheet accurately, and save as a pdf.
1. Designate a Team leader to submit the file for the team, and the remaining teammates must submit a page indicating the Name of the production company and upload it to Canvas.

General Information of Film (10 points)

Genre of the movie: [Science Fiction/ Utopian and Dystopian fiction](#)

Title of the movie: [The Giver](#)

Writer of film	Director of the film:	Cinematographer	Costume Designer
Lois Lowry	Phillip Noyce	Ross Emery	Amy Ballew

Cast of Film and the character they played:

[Jeff Bridges: The Giver](#)
[Meryl Streep: Chief Elder](#)
[Brenton Thwaites: Jonas](#)
[Alexander Skarsgard: Father](#)
[Katie Holmes: Mother](#)
[Odeya Rush: Fiona](#)
[Katie Holmes: Mother](#)
[Cameron Monaghan: Asher](#)
[Taylor Swift: Rosemary](#)

Emma Tremblay: Lilly
Alexander Jillings: Gabriel 12 months
James Jillings: Gabriel 12 months
Jordan Nicholas smal: Gabriel 3 months
Saige Fernandes: Gabriel 6 months
Renate Stuurman: Dinah
Vanessa Cooke: Elder
John Whiteley: Elder
Kira Wilkinson: Chief Elder's Assistant
Meganne Young: Bride
Thabo Rametsi: Robbie
Vaughn Lucas: Security Officer
Katharina Damm: Nurturer
Jaime Coue: Vietcong Sniper
Jefferson Mays: Community
Coleman Lannum: Elder
Irina Miccoli: Fiona's Mother
Nick Uhas: Groom in Video

Rating of the film: 6.5/10

Audience Demographic: Aimed towards Children, young teens

How many titles are present in the opening of the film? There are 3 titles

List the opening titles you noticed during your count.

- TWC (film studio)
- Walden Media
- The Giver

Year of film release: 2014

Creating a Character Arc: Building your main character.

A **character arc** is a quest and subsequent personality changes of a character as they progress through the story. Examples of an extreme character arcs are Sarah Connor in The Terminator Films and Thanos from The Avengers- Infinity Wars.

Identify (3) personality qualities of the main character, one from 3 beats to create a Character Arc. (3 points)

1.Name the beat and the personality quality. E.g. Opening Image: Serious, confident young woman.

2. Opening image: happy, optimistic, obedient young man

3. Act 2: rebellious, intelligent, wise young man

4. Act 3: courageous, brave, determined young man

Creating a logline (3 points)

A **logline** is a one-sentence summary or description of a movie. Loglines incorporate the important elements of your screenplay such as the main character, setup, central conflict, antagonist.

Structure: [**protagonist**] + [**inciting incident**] + [**protagonist's goal**] + [**central conflict**].

- **Example: Logline:** "A **young man** is **transported to the past**, where **he must reunite his parents before he** and **his future cease to exist**."

Protagonist	Inciting incident	Protagonist's goal:	Central conflict:
Jonas	he became the receiver of memory	enlighten his people and restore individuality	the government is against the people learning the truth

Create a logline for "The Giver". Ideas should be clear, concise, and enticing.

Logline: A young man named Jonas becomes the receiver of memory in his utopian society, he endures a mission to enlighten his people and restore individuality after gaining knowledge that had been forbidden by the governing people.

Summarize the entire plot of your film objective.

Write a 5 paragraph that summarizes the film opening. (5 points)

Direction:

1. Begin your paragraph using your logline.
2. Indicate the Setting; where (location, landscape (indoor/outdoor), and when (time period).
3. Identify the **critical moment or event** where there is an opportunity for characters to interact—E.g. graduation parties and proms, battles and boxing matches, large social gatherings.
4. Note a realization of the main character. E.g., a character witnesses a crime.
5. After a character makes a realization, they usually react to their epiphany and comes to a resolution. Include a resolution.
6. Write in the style of the movie's genre. Use language and words that elicit feelings associated with the tone of your story's genre. For example, a horror movie should indicate how terrifying the script is.

Type your summary paragraph here: A young man named Jonas became the receiver of memory in his utopian society, he endured a mission to enlighten his people and restore individuality after gaining knowledge that had been forbidden by the governing people. The movie is set in a quaint utopian society presumed to be some time in the future. The ceremony of twelve served as a graduation for children in the society as they moved on and assumed jobs. Jonas was given the sacred job of the receiver of memory, for he would hold the society's secrets and pain. Among those secrets included the gift of love and individuality, which Jonas felt should not be kept secret, so he went on a difficult quest to restore those memories by crossing the boundary of memory. Although there was security and forces against him, he beat the odds, and at the end, succeeded.

Mise en scene Analysis of Opening Film

Setting	Acting	Costume	Color	Set Design	Composition	Lighting

List and define the genre (S) of your movie: (2 points)

Main genre: Sci-Fi – Movies that consist of fictional worlds (or creatures) that tends to be futuristic.

Secondary genre (s): Utopian/Dystopian Fiction – a subcategory which is defined by the setting of the movie being utopias, or a society that attempts to have an ideal or perfect society.

List (5) Conventions of a Film Opening in The Giver. (5 points)

1. Flashback (in captions)
2. Narration
3. Production Name (TWC)
4. Establishing Shot
5. Movie Title

Acting and Costume, Hair and Makeup (20 points)

Character	Appearance	Facial Expression	Body Language	Personality	Costume, Hair, and Makeup
Protagonist Jonas	Tall, slim, fit	Determined; to show the people the true memories of the world.	Jonas has a confident body language after his realization that he needs to save the people and give them their memories	Intelligent and perceptive, upset, determined, optimistic	Costume: Assigned Clothing/ T-shirt & Jeans Hair: Brown
Secondary character The Giver	Tall, scruffy	Serious, in pain bearing the memories of the world	The Giver is very stiff, he's tired of holding these	Uptight, blunt	Costume: Assigned

			memories of the real world		Clothing/ Suit Hair: Gray
Secondary character Asher	Tall, clean, fit	Asher is usually happy, making jokes a lot and laughing	Asher's body language is different from everyone else since he is more of the jokester in the group and he is more confident.	Hasty, Fun, loving, optimistic	Costume: Assigned Clothing/ T-Shirt and jeans Hair: Brown
Secondary character Fiona	Slim, small, beautiful	Looks very serious when it comes to her job, but also maintains a kind face	Fiona is very calm in most of the movie, she is confident in herself and has a kind soul, she holds herself upright but doesn't look too serious or uptight.	Cheerful and eager, happy	Costume: Assigned Clothing/ Dress and sweater Hair: Red

Setting (5 points)

Location (Where?)	Time Period (When?)	Landscape (Indoor/outdoor)	Time of Day	Realistic/ Unrealistic.	Social Economical Status/ Governing principles of the place.
Utopian Society	Future	Mostly outdoors (but also in The Giver's house/dwelling)	Mostly Day	Realistic	All families are equal Rules were building blocks of society such as - use precise language, wear assigned clothing, take morning medication, obey the curfew, and never lie

Colors that represent the tone of your story's genre and their connotations (Where and how were they used?) (3 points)

Hue, saturation and value.	Gray: The color gray was used throughout most of the beginning of the movie. It was used to show the union of everyone and everything, not much was unique. This color shows the emphasis put on equality as the elders eliminated color, so no one felt unequal.	Red: The color red was the first color that Jonas received. It was used to show the first stepping stone into his training as the receiver.	Black: The color black stands out because no one in the community had the black mark on their risk, only Jonas, The Giver and Gabriel, signifying
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			that they were different.
List (2) Tones of the Opening of the Film (2 points)			
optimistic, surreal			
Composition Elements in Film (20 points)			
Analyze the composition elements of the film's opening. Capture images and define the connotations of the composition.			
Rule of Thirds https://youtu.be/nYrL4mm0waE	Balance https://youtu.be/nKM3jkEOpuE?t=25	Shot Framing (See your Camerawork Organizer.)	Depth of Field and Deep Focus https://youtu.be/ZGNUqNfD8M
			Blocking and Staging See Teams Files for video!
Elements of Film Composition	Image #1	Image #2	
Rule of Thirds	 This help guide the audience eye to the focal point of the frame and ultimately the movie (main character, Jonas)	 The three characters are position in the intersecting lines to guide the audience eyes and to better understand the dynamic of their close relationship.	
Balance	 he use of symmetry was done to stand as a marker of introducing the main characters in the movie. Additionally it helps the audience focus on the dialogue of the film.	 The film-maker uses symmetry in this frame to connote the uniformity and the emphasis of	

		equality that exist in this utopian society.
Shot Framing Camera Shot Size, and Framing	 The shot size of this frame is medium close-up as it helps the audience register the character's feeling of confusion as he talks about in the narration.	 This is an establishing shot of the utopian society and connotes how much effort the elders put in establishing equality to the point where unique need is no longer apart of their reality.
Depth of Field and Deep Focus	 The use of deep depth of field in this frame helps establishing the concept of uniformity (one of the film's main themes) by showing the intricate details of the. There is little difference between different parts of the society, which is seen even to the slightest details.	 Similarly, this frame capture small symmetry which exist in the society be showing the two of every thing (from the trees to the large pool). By using a deep focus, we get a bigger focus on how different this utopian/world is to the one we are used to).
Blocking and Staging	 The stage technique used her is the emphasis on the triangle shape of the area which consists of a waterfall. This can connote the power dynamic	 The staging technique of creating a triangle with the friends was simply used to direct the audience to the nursing center (an area in which the

	is holds in the main character in the life. Another thing it can connote is the amount of control the elders have on society, a triangle is the common shape of the surveillance robots/machines in the film.	main character final act will occur in after realizing the killing of babies occurred there).
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Analyze the Elements of Set Design that support the genre. View video!

(2 points)

<https://youtu.be/wNXNEs2eBkg>

Décor: The Decor in the film supports the films genre of there being no indifference. Every house is the same, the landscape stays the same, everyone eats the same meals placed on the same platters. There are not many places unique to anyone, one could be the Giver's home, which is set on the edge of the utopia isolated from everyone else. His home includes a massive library where you can't find anywhere else in the movie.

Props: Bicycles and sweaters support the films genre on unity and formality (common characteristic of utopias). Both of these props are received to everyone at the same age, showcasing the film's ideology of there being no differences among anyone. This also correlates with the costumes, since everyone is assigned the same clothes before and after their job assignments.

Lighting: View video <https://youtu.be/uAglas428D8> (6 points)

Beat	Type of Lighting	Tone	Captured Image
Opening Image:	There is use of high key lighting	optimistic	
Theme-stated	key lighting and back light (leans more on low-key lighting)	serious, genuine	

Set-Up	high-key lighting	upbeat, cheerful, playful	

Audio/Sound Codes (6 points)

Diegetic sound is any sound that emanates from the story (or narrative) world of a film, which is referred to in film studies as diegesis.

- It includes everything from the voices of characters to the sounds of objects or music coming from a radio or an instrument. Anything that exists in the story world.

Non-diegetic sound, also called commentary or nonliteral sound, is any sound that does not originate from within the film's world.

- The film's characters are not able to hear non-diegetic sound. All non-diegetic sound is added by sound editors in post-production.

Beat	List (2) diegetic sounds	List (2) nondiegetic sounds
Opening Image	kids playing (laughing), sound of injection machine (as the person risk press on button)	narration by Jonas, background music
Theme Stated	actors dialogue, noise of water flowing	background music, beeping noise by the triangular monitor/surveillance robot 

Set Up	noise caused by water flowing, dialogue	chiming effects when the friends place their bikes at the “parking lot”, background music
What is a beat sheet? A beat sheet is a precursor to a screenplay outline: it identifies the critical moments in an episode or feature film and lays out what needs to happen in each story's act. The beat sheet identifies the key emotional moments in a story, while the outline expands on those moments with specific scenes, settings, and details. The goal of creating a beat sheet is to separate your account into acts and move the story through its crucial moments. See video link of a Save the Cat Beat Sheet. https://youtu.be/BDlayz-hyKk Creating narrative propulsion: How do screenwriters drive or push their story forward? Screenwriters create propulsion by using a technique called a beat. A beat is a moment that propels the story forward and compels the viewer to take stock of what could happen next. 1. Beats can refer to several different kinds of emotional moments or plot points. 2. A scene is made up of several different beats and can be subtle, while others are obvious. 3. Each beat can outline moments with specific scenes, settings, and details. 4. In general, feature-length screenplays have roughly 15 major story beats. 5. You will be responsible for creating ACT I of your beat sheet since it incorporates your film opening. Understanding and filling out a beat sheet! To complete this task, you will be focusing on your film opening situated in ACT I of your story. Act 1 includes the following sections: 1. Opening image. A short description of the very first moment or event people will see. Strive for an exciting opening that makes people lean in and sets the tone for the story you're telling. (Where is your account? /Setting) (When is your account? time.) 2. Theme-stated/Introduction. One or more beats in which your characters and Setting come into clear focus. Who is the main character? What does she want? What is holding her back from getting it? 3. Set-Up/statement of the theme. What is your film about? This is the opportunity to show the audience.		
Beat Sheet (15 points) Cameras work (Document Shot size, Camera framing techniques, and Camera angles that could be used to convey the b your narrative.) Indicate the connotations of the camerawork you will be showcasing in your film.		
ACT I		

Opening Image (Insert image from the film opening.) 	Describe the Opening Image: We get a utopian society devoid of color and completely uninformed. Uniformity vs. individuality are recurring themes in the society and ultimately the entire movie. Document, how Camerawork was used to portray the Opening Image Beat: An establishing shot was used to give the audience a sense of the setting and the uniformity of the society
Theme Stated (Thematic premise) (Insert image from the film opening.) 	Describe the Theme Stated. Jonas questioned his purpose, especially since he knew he was different from the start. The main themes represented are individuality and freedom, expressed through the maturing of Jonas and his friends. Document, how Camerawork was used to portray the Opening Image Beat: This over the shoulder shot encompasses the three main characters, it brings your focus to Jonas, the character who is currently speaking.
Introduction/set up (Insert image from the film opening.)	Describe the Set-Up/Instruction. We get a shot of arguably the 3 main characters: Asher, Fiona, and Jonas. The two friends represent Jonas's life prior to the catalyst



Document, how Camerawork was used to portray the Opening Image Beat:

This 3-shot focuses the attention on the three main characters and their life seen through a black and grey point of view.

Writing an Exposition!

Exposition is a literary term that refers to **the background information** the audience needs to know for your story's world to make sense. ... **Exposition** includes anything from character introductions to set details and dialogue and is most common at the beginning of the story.

What Is the Purpose of Exposition?

The primary purpose of Exposition is to illuminate the motivations of a film's characters and the crucial details and circumstances that define their dramatic situation. Useful Exposition adds vital, exciting information to the world of the story so that the audience can comprehend the central dramatic narrative. Exposition can also be used to foreshadow a critical event or justify a character's skills and decisions.

How to Write Exposition With 5 Different Exposition Techniques

There are several ways to use Exposition to convey the background of the characters and events in a film. Here are some of the most popular types of Exposition.

1. **Dialogue.** A conversation between two or more characters allows for simple and effective Exposition in a single scene.
2. **Narration.** Narration, or voiceover, is a way to communicate a character's real thoughts and desires or give omniscient insight into a situation.
3. **Mise-en-scène.** [Mise-en-scène is props and other things that are seen](#), but not heard in a scene. While seemingly subtle, these details can convey a significant amount of information in a short amount of time.
4. **Text or title cards.** Perhaps the most straightforward method, text, or title cards can contain all the relevant information your audience will need to know before the film even begins.
5. **Flashback.** There are multiple ways to convey past events in a present narrative. Still, flashbacks are the most visual as they place your character in context (versus having them recount the event, as they might in dialogue or narration).

Example: Marty McFly is a 17-year-old high school student with Jennifer's girlfriend and a lousy reputation with teachers. Marty spends a lot of time with "Doc," a mad scientist who has a reputation for being eccentric.

Indicate the exposition technique or techniques used in “The Giver” to convey the background story of the world of the film. Use the list above. Hint: There are several Exposition techniques used in the film opening. (5 points)

The producers utilize dialogue, narration, text, mise-en-scene, flashbacks, setting/scenery, and characters to build on the story.

Write an Exposition/ background story of the main character and the world of the story. 5 sentences. (5 points)

The story is positioned around Jonas, the main character who is a respectable young man. He lives in a Utopian society which has eliminate all aspects of humanity which allows individuality, all for the sake of equality (and in the Elders perspective, peace). In the beginning, his goal is to graduate through the ceremony of twelve alongside his closest friends, Fiona, the respectable “older sister” figure, and Asher, the reckless and playful one. They live in a bland Utopian society, complete with uniformity and regulations, to ensure equality for everyone in the hopes of erasing jealousy and pain. Jonas was on track with living a simple life until his plans changed as he was selected to become the next receiver of memory. This secretive job is crucial to the Utopian society, and holds the secrets that keep the government running, and the citizens oblivious to the obvious.